

RALPH LUIS D. MAMARIL

INFORMATION
TECHNOLOGY STUDENT

CONTACT INFORMATION

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PORTFOLIO

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TECHNICAL SKILLS

- Game Development
- Software Development
- UI
- Hardware Troubleshooting

PROGRAMMING LANGUAGES, TOOLS & FRAMEWORKS

- Python
- Java
- Javascript
- CSS
- Lua
- Kotlin

CODE WORK SKILLS

- Problem Solving
- Work Ethics
- Communication
- Trainability
- Teamwork & Collaboration
- Creativity

PROFILE SUMMARY

An information technology student who is proficient in learning and adapting programming languages. An intermediate learner in Python and HTML. A basic level learner in Java and Javascript. Able to communicate with a crossfunctional team as well as adapt to working alone. Capable of working professionally on all levels in a workplace.

PROJECTS

Chambers of The Forsaken

Final Project | November 2023 - December 2023

Python | Ren.py | CLIP STUDIO | FireAlpaca

Worked with team that has different set of skills to develop a Turn-Based Dark Fantasy RPG

- Worked with art assets
- Worked on UI aspects of the game
- In charge of several necessary features

Flixrecos

Final Project | March 2024 - April 2024

Java | CSS

Worked closely with the lead developer in order to create a user-friendly UI

- Designed UI
- Developed functions

Stellar Insight

Website | March 2024 - April 2024

Javascript | CSS | HTML

Utilized Three.js to create a fun and entertaining informative website in which the solar system would be animated and displayed in 3D.

- Animated 3D Models
- Made Model Texture

CERTIFICATIONS

- Introduction to Python | Sololearn
- Introduction to Java | Sololearn
- Pythonic Alchemy: Brewing Magic In Code | UPang CITE